















**+10** HUMAN  
SCORING TRAIT

## THE BIOLOGIST

IF YOU HAVE THE HIGHEST TOTAL  
VALUE OF ALL ALIEN PROOF -  
LIFEFORM CARDS OF HUMANS  
THAT HAVE ESCAPED, YOU GAIN  
10 POINTS.



**+15** HUMAN  
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## THE HUNTER

REVEAL ALL SUPPLY AND  
CHARACTER CARDS OF PLAYERS  
LEFT BEHIND.

IF AT LEAST ONE LEFT BEHIND  
PLAYER IS AN ALIEN,  
THEN YOU SCORE 15 POINTS.



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## THE BELIEVER

YOU SCORE 2 POINTS FOR EACH  
ALIEN PROOF CARD YOU HOLD.

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## THE HORDER

YOU SCORE 1 POINT PER  
SUPPLY CARD (ALL TYPES) YOU  
HOLD AT THE END OF THE GAME.

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## THE INFECTION

YOUR BODY HAS BEEN TAKEN  
OVER BY AN ALIEN LIFEFORM!!

YOU CANNOT DISCARD THIS  
CARD. YOU MUST PLAY AS IF YOU  
HAVE BEEN GIVEN THE ALIEN  
CHARACTER CARD.

YOU ONLY WIN IF THE TEAM  
DOES NOT MAKE IT BACK TO  
CIVILIZATION.

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## THE SAINT

YOU SCORE 3 POINTS FOR  
EACH PLAYER THAT IS NOT  
LEFT BEHIND.



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## THE SURVIVALIST

YOU SCORE 5 POINTS FOR EACH  
PLAYER LEFT BEHIND.

**+10**

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## THE TECHNIST

IF YOU HAVE THE HIGHEST TOTAL  
VALUE OF ALL ALIEN PROOF -  
TECHNOLOGY CARDS HELD BY  
HUMANS THAT HAVE ESCAPED,  
YOU GAIN 10 POINTS.

# HUMAN



# HUMAN



# HUMAN



# HUMAN



# HUMAN



# HUMAN



# ALIEN







YOU HAVE 2 AP TO SPEND ON YOUR TURN.

1 AP --SCOUT THE DESERT.

--MOVE THE TEAM TO A CLEARED OPEN DESERT OR CIVILIZATION TILE.

--ATTEMPT TO CLEAR AN OBSTACLE ON A NEIGHBORING TILE.

2 AP --MOVE THE TEAM TO A CLEARED MOUNTAIN TILE. ADDITIONALLY, REMOVE A CARD FROM THE SUPPLY DISCARD PILE.

--CALL FOR A VOTE TO LEAVE A PLAYER BEHIND.

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